VISUALIZATION
TEXAS A&M UNIVERSITY

Project Description

Present a computer graphics solution of complex biologically inspired motion applied to a digital character or object. The solution should achieve: (1) technical development beyond menu options accessible in common digital content creation software, (2) aesthetic achievement that demonstrates sophistication of form, motion, lighting, and materials, and (3) presentation in both written and verbal forms that clearly describe the problem, prior work in the area, and your contributions to addressing the problem.

Technical Specifications

- Imagery demonstrating the solutino should have a resolution no smaller than 720 pixels in its smaller dimension and an aspect ratio of 1.66, 16:9, 1.85, or 2.35.
- The movie file format should be Quicktime H.264.
- File name(s) should include:
  <LastNameFirstName>_FinalProject_<element>_VIZA_615.mov

Project Goals

- Propose a solution to a motion design problem that includes balancing both aesthetic and technical requirements.
- Evaluate the existing solutions to the problem.
- Identify the critical technical elements that will lead to success.
- Appraise the relative importance of visual/aesthetic elements that will lead to success.
- Produce a proposal that manages the scope of the problem relative to the schedule available.
- Decompose action and visual storytelling into component parts (blocking).
- Write and illustrate clear and cohesive descriptions of the work using disciplinary/professionally appropriate vocabulary.
- Evaluate and critique your own work and the work of others

How Success is Measured

- Clear and complete visual communication of the problem and solution.
- The visual appropriateness of the biological motion in the solution.
- The visual appeal of the rendered presentation.
- The technical complexity of the problem relative to the elegance of the solution.